

THEORETICAL COMPUTER SCIENCE
'ALGORITHMS, AUTOMATA, COMPLEXITY AND GAMES'

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MATHEMATICAL GAMES SECTION: AIMS AND SCOPE

This section is devoted to, but not restricted to, the mathematical and computational analysis of games. It will cover:

- *multi-person games*: geometrical, combinatorial, positional, probabilistic, random, recursive and Ramsey-type games, games with perfect and imperfect information, games with and without chance moves and games against Nature;
- *one-person games*: puzzles, pebbling and others;
- *zero-person games*: cellular automata and others.

It will also cover connections or applications of games to areas such as complexity, graph and matroid theory, networks, coding theory, logic and surreal numbers.

Papers describing and analyzing algorithms or computer programs related to games are welcome. Only papers with original and nontrivial mathematical contents will be considered for publication.

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